

Figure 1

The diagram illustrates the relationship between memory access and wavelet processing. At the top, a large rectangle labeled "Memory 201" contains a horizontal row of three squares. The middle square is labeled "tile 210". Above the row, a double-headed arrow spans the width of one square, labeled "tile width". To the right of the row, a double-headed arrow spans the height of one square, labeled "tile height". Below the row, a double-headed arrow spans the width of all three squares, labeled "image width = line offset". A large double-headed vertical arrow connects the "Memory 201" block to a lower block. This lower block is labeled "WAVELET PROCESSING LOGIC 202" and contains two sub-blocks: "Memory Access Logic 202A" and "Wavelet Transform(s) 202B".

Figure 2

level 1 (3.2)
(9)

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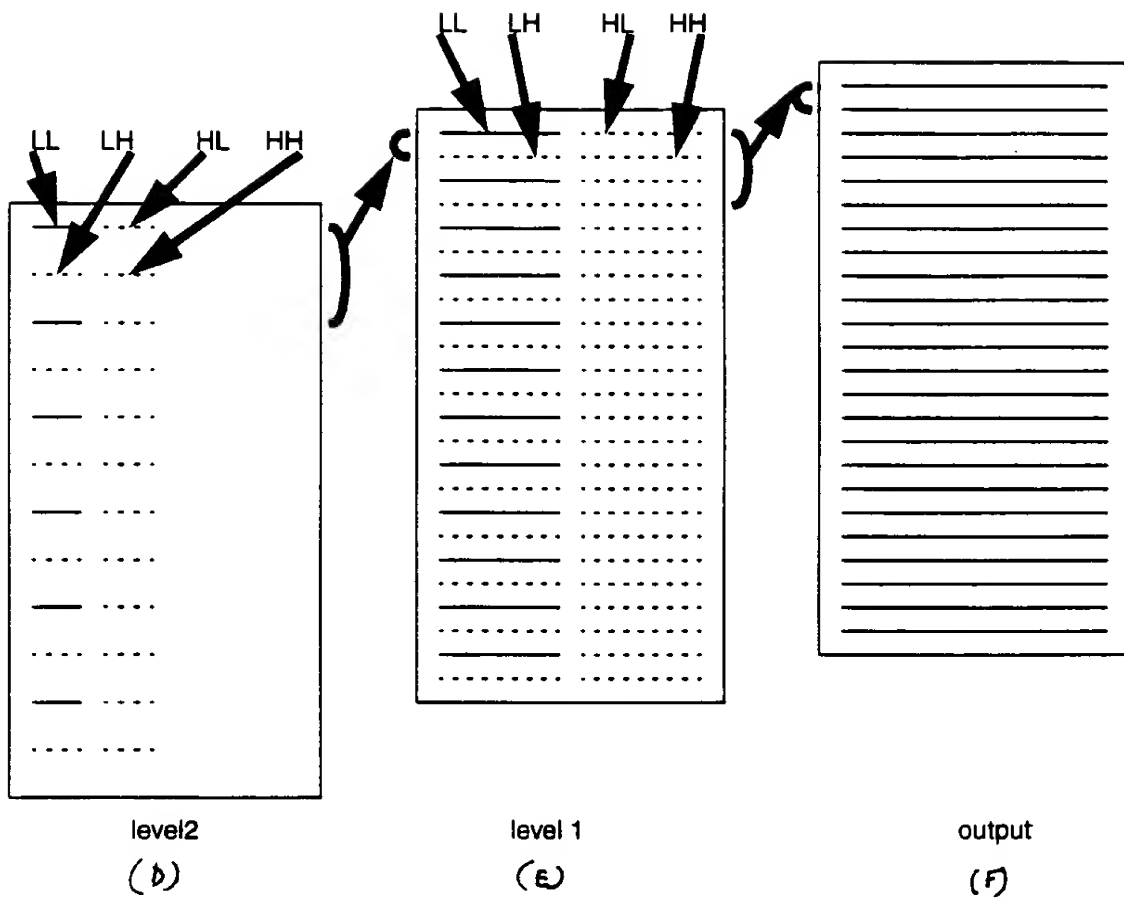


Figure 3

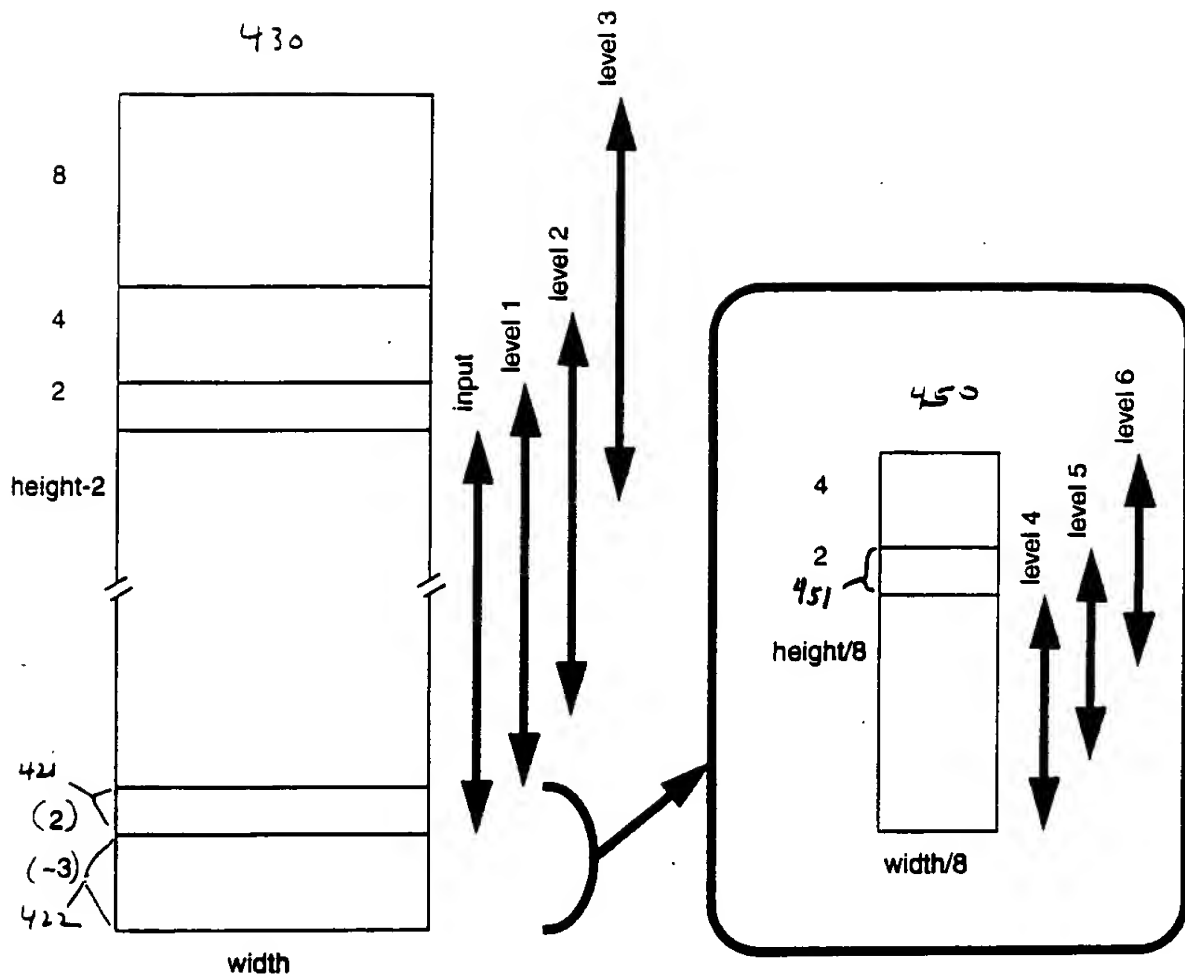


Figure 4 A

TOP SECRET 78900850

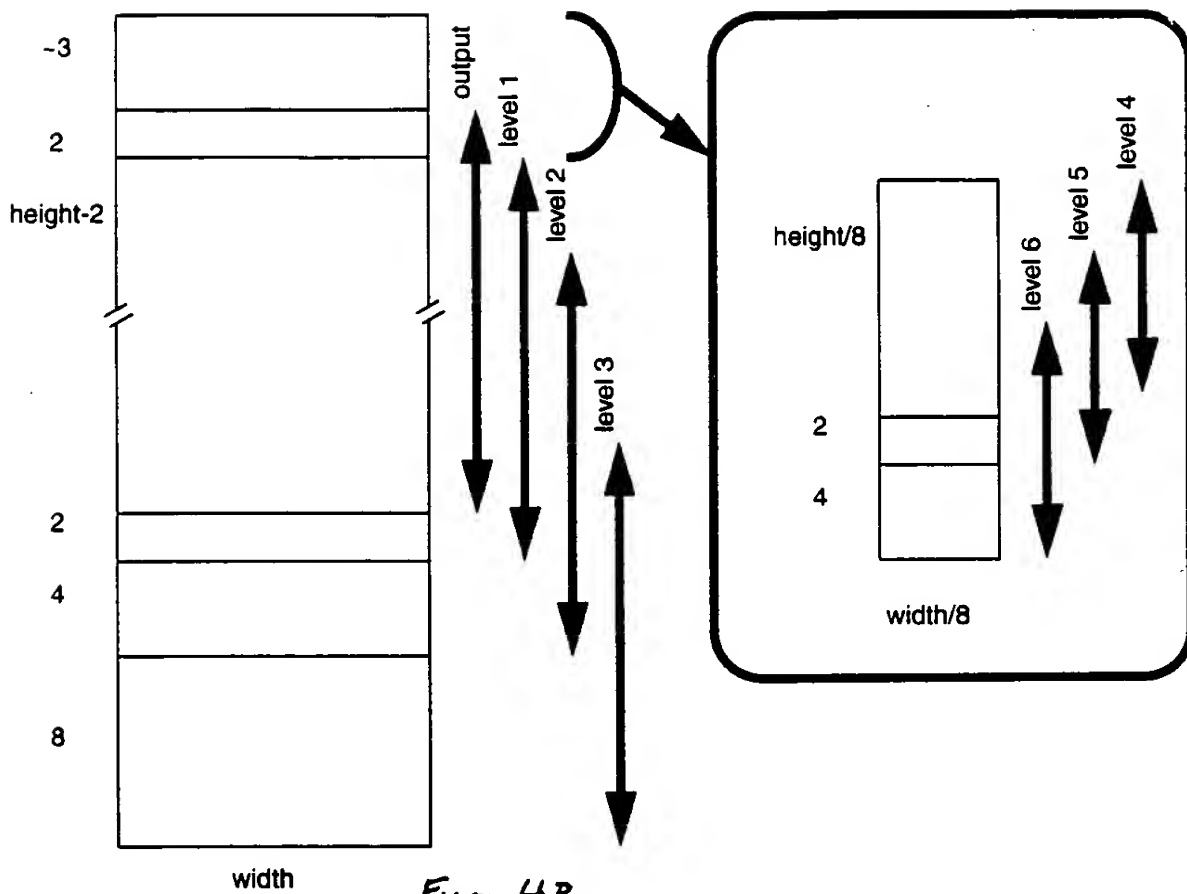


Figure 4B

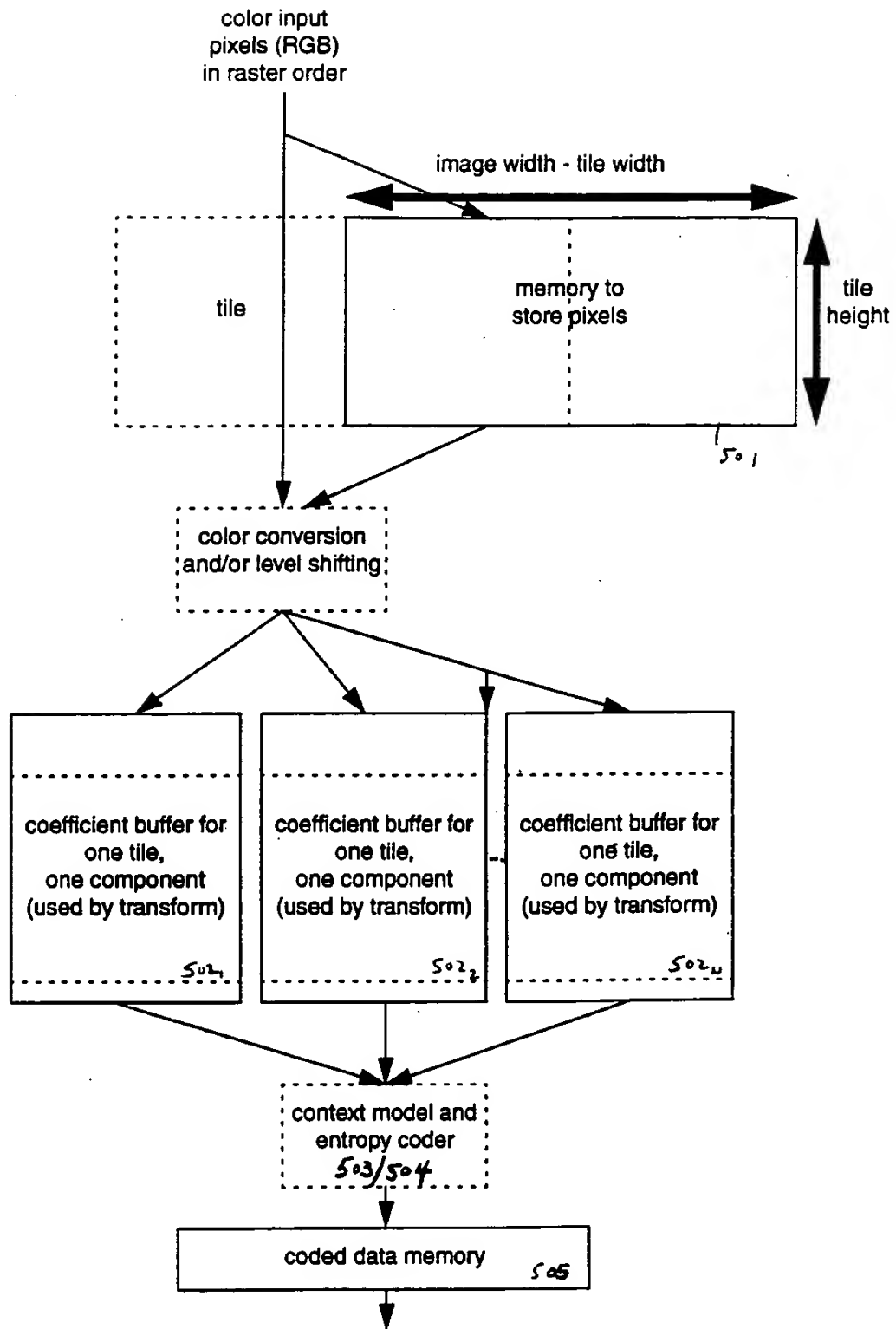


Figure 5

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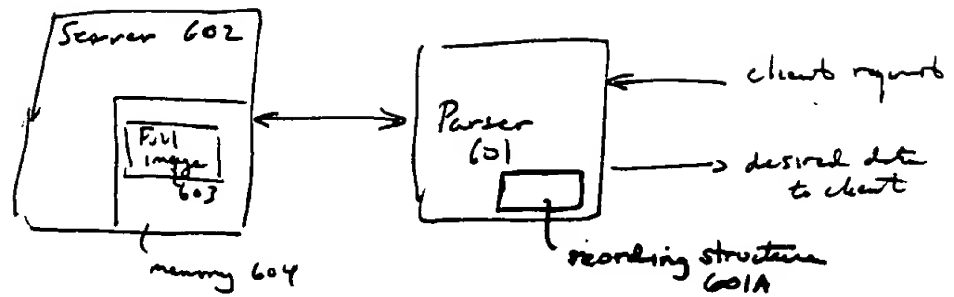


Figure 6A

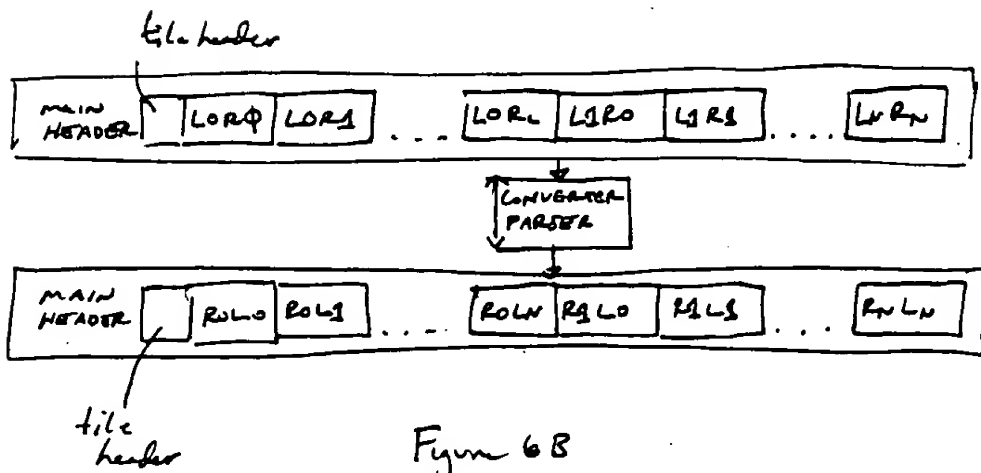


Figure 6B

09300687-082201

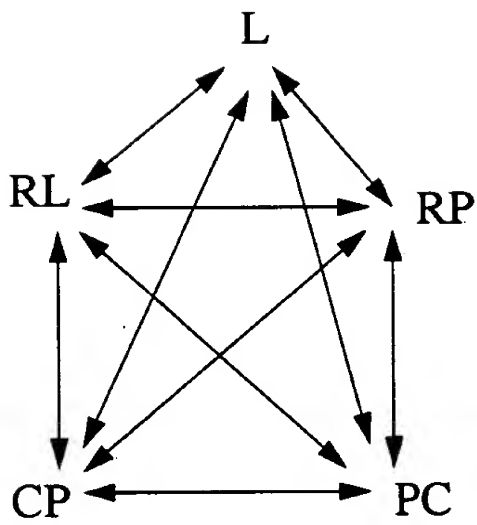


Figure 7A

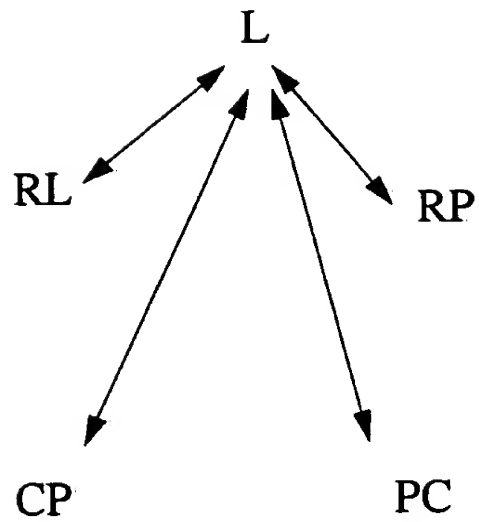


Figure 7B

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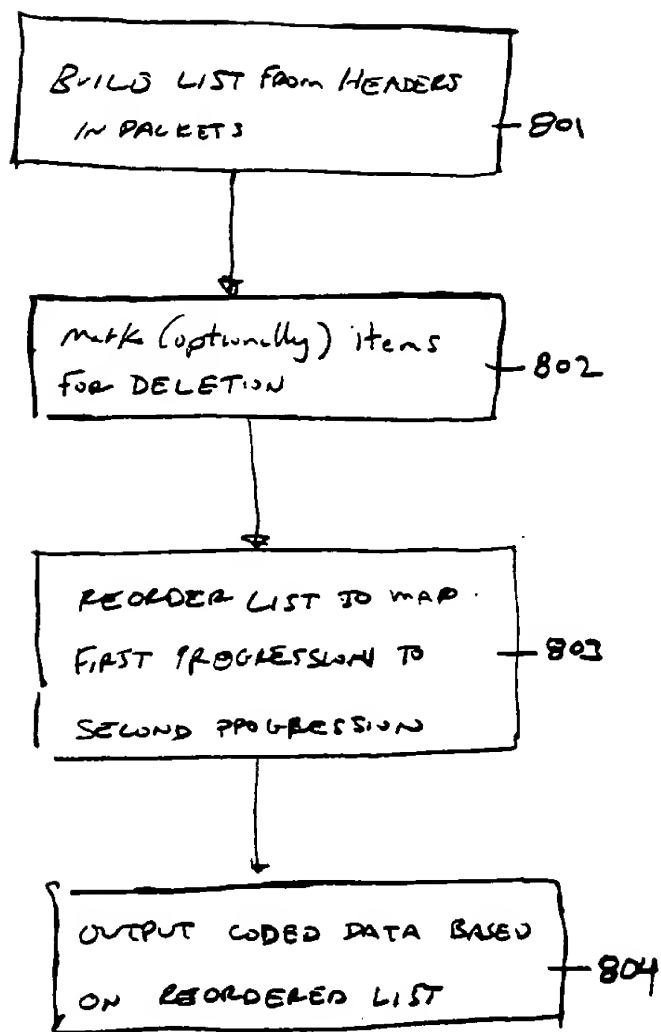


Figure 8

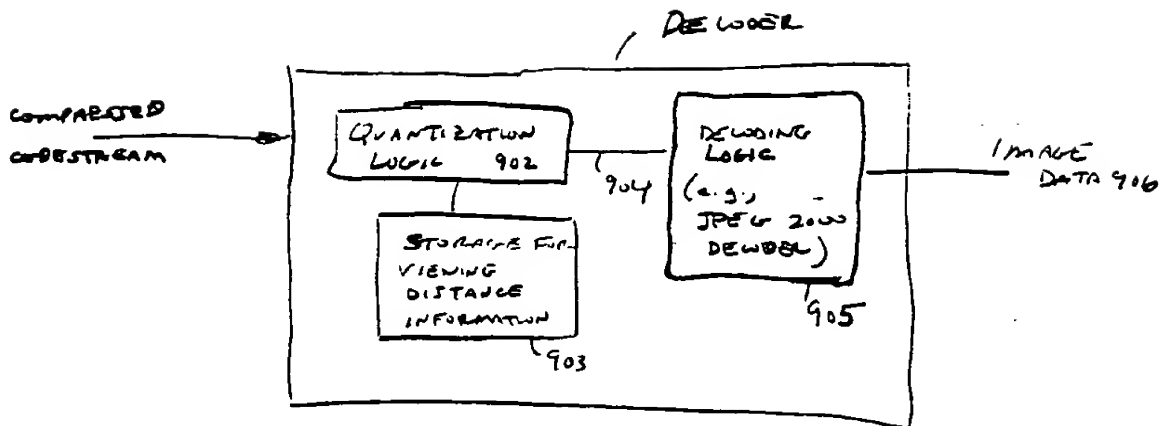


Figure 9

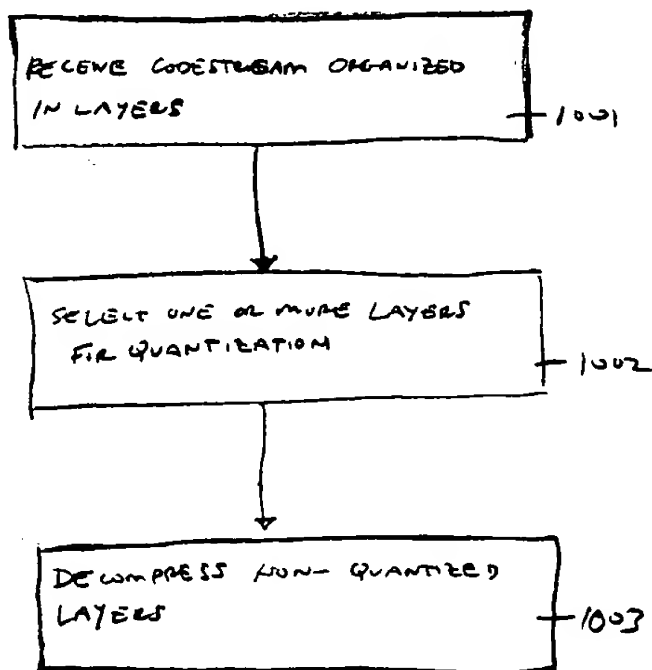


Figure 10

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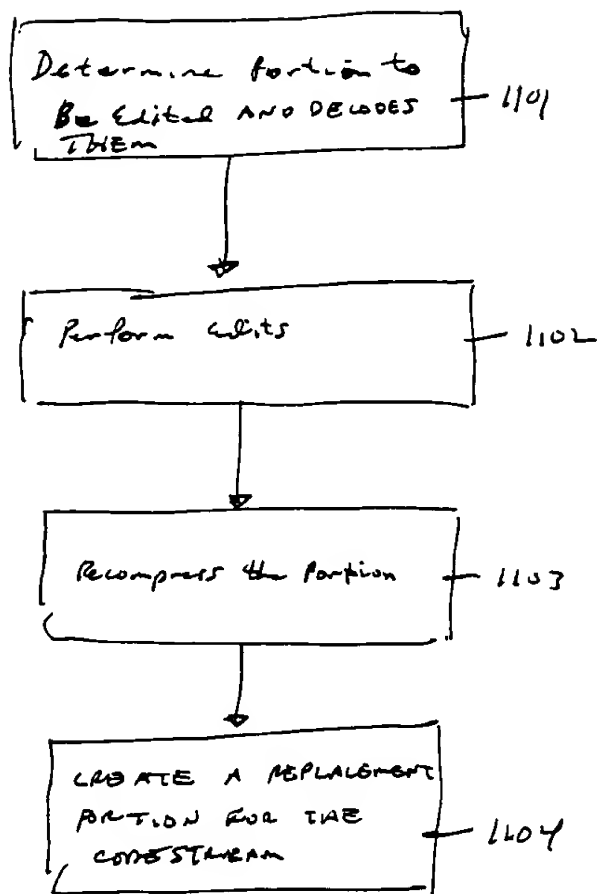


Figure 11

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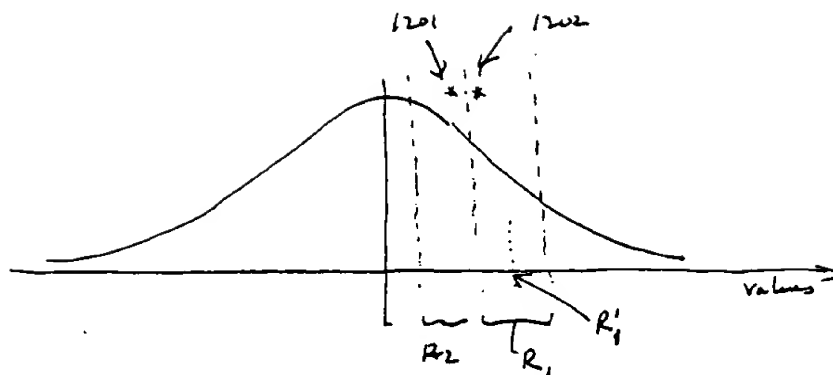


Figure 12

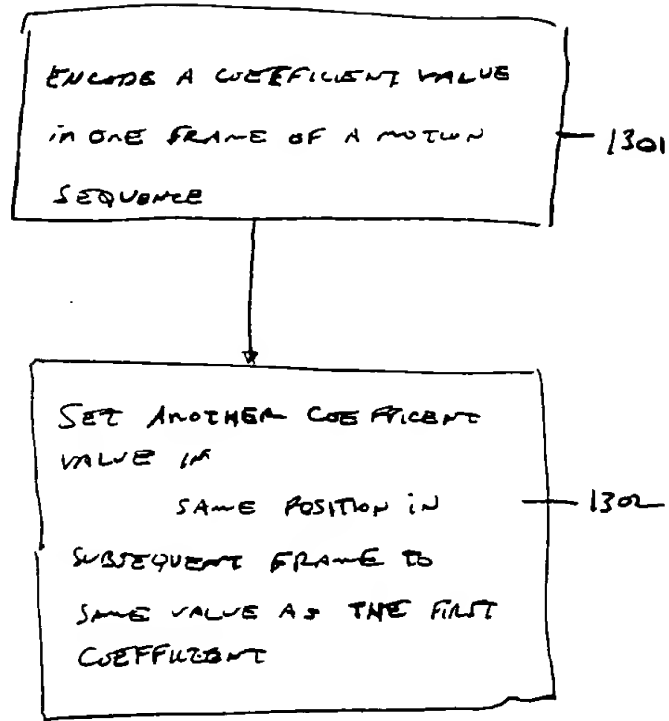


Fig 13

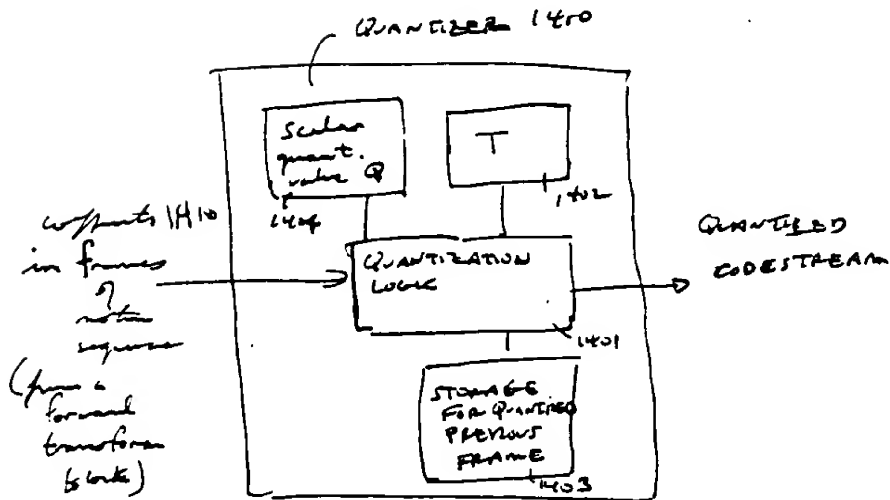


Figure 14

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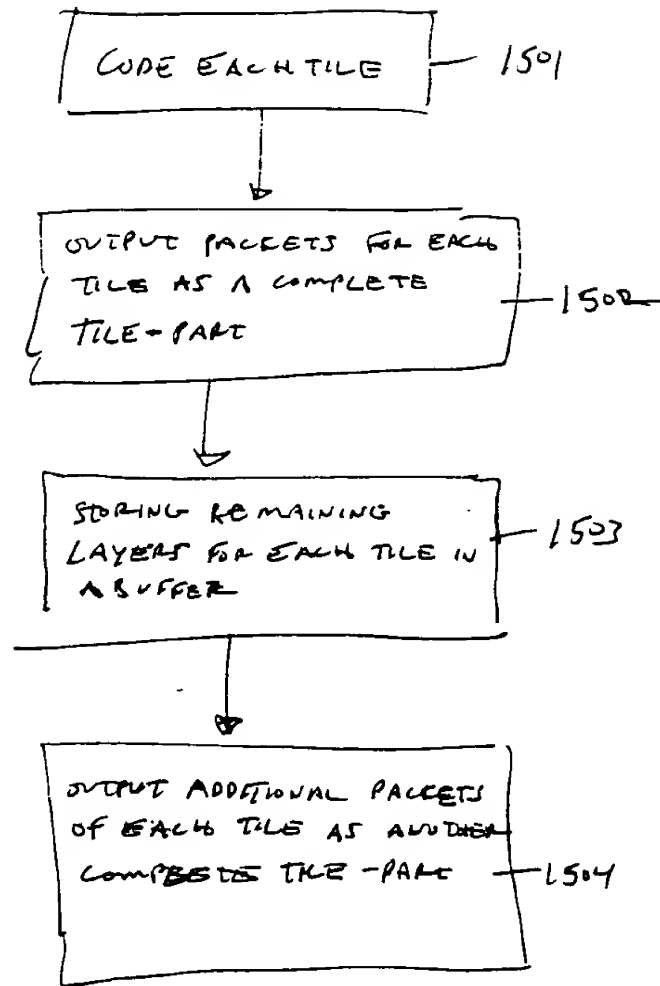


Figure 15 A

09800537-032201

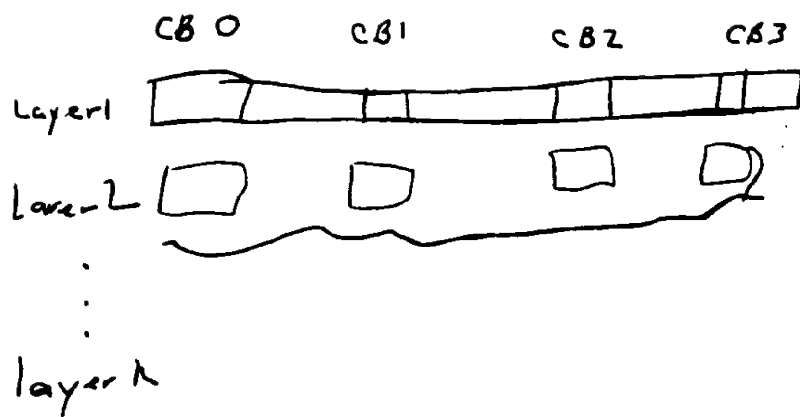


Fig 15B

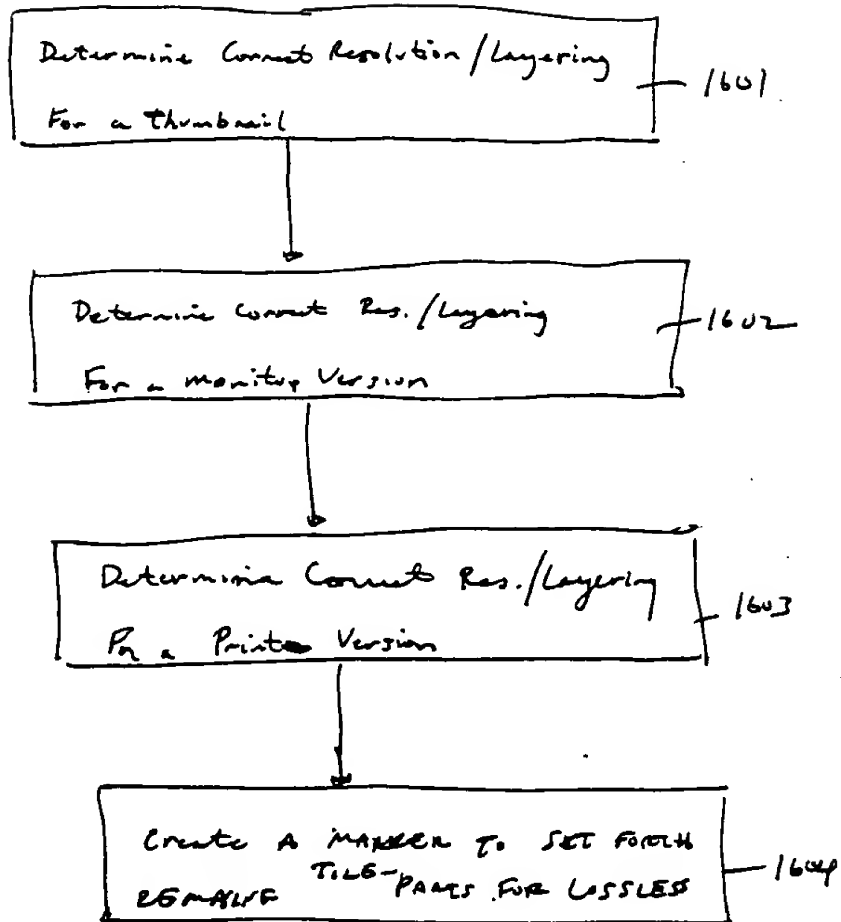


Figure 16

09800637-08201

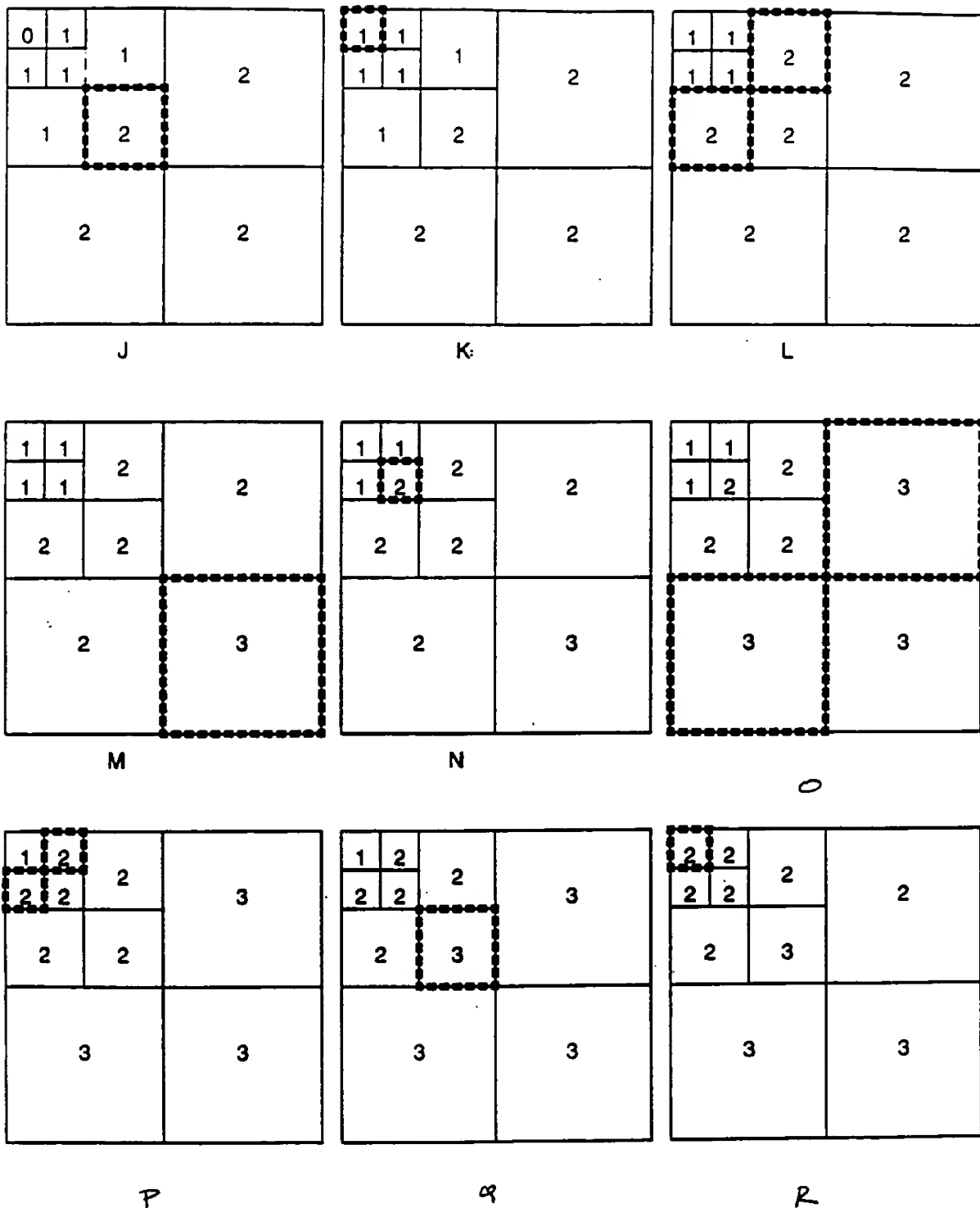


Figure 18

Figure 1 consists of three diagrams illustrating the hierarchical structure of the luminance and chrominance channels. Each diagram is a 4x4 grid of cells, with some cells containing numerical values and others containing the word 'all'.

- Luminance Channel:** The top-left 2x2 grid contains values 0, 0, 0, 0. The top-right 2x2 grid contains values 0, 0, 0, 1. The bottom-left 2x2 grid contains values 2, 3, 2, 3. The bottom-right 2x2 grid contains values 2, 3, 2, 3. The entire 4x4 grid is labeled 'luminance'.
- Chrominance Channel (Left):** The top-left 2x2 grid contains values 0, 2, 2, 2. The top-right 2x2 grid contains values 2, 2, 2, 3. The bottom-left 2x2 grid contains values 4, 4, 4, 4. The bottom-right 2x2 grid contains values 4, 4, 4, 4. The entire 4x4 grid is labeled 'chrominance'.
- Chrominance Channel (Right):** The top-left 2x2 grid contains values 0, 2, 2, 2. The top-right 2x2 grid contains values 2, 2, 2, 3. The bottom-left 2x2 grid contains values 4, 4, 4, 4. The bottom-right 2x2 grid contains values 4, 4, 4, 4. The entire 4x4 grid is labeled 'chrominance'.

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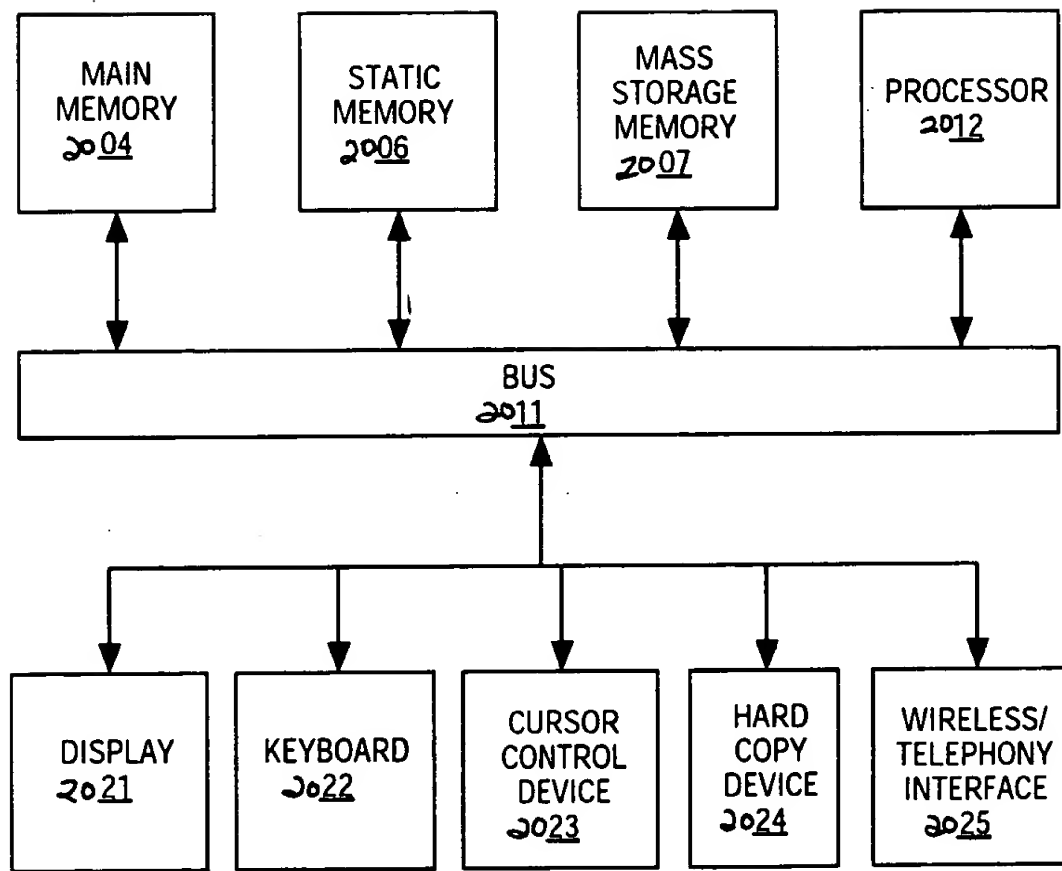


FIG. 20

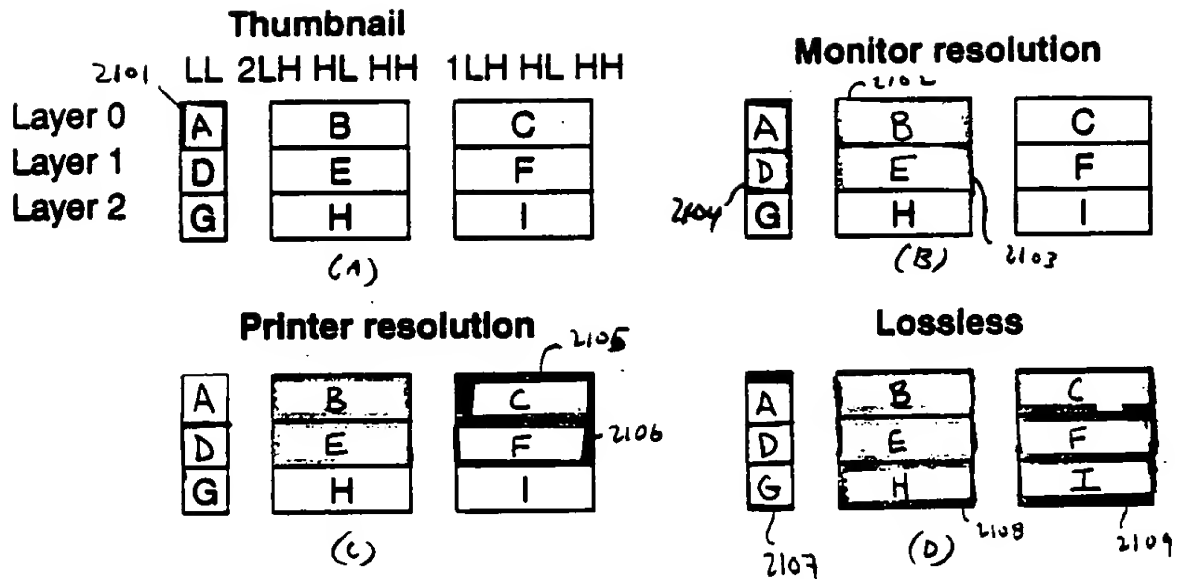
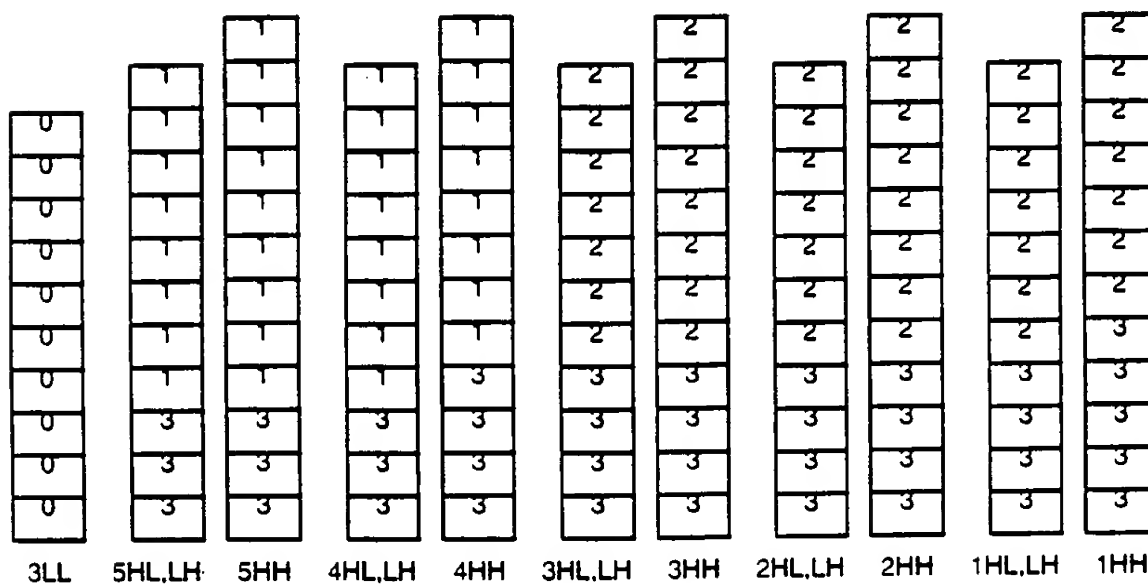


Figure 21

0	0	0	0	1	1	3	4	4	8
0	0	0	0	1	1	3	4	4	8
0	0	0	0	1	1	3	4	4	8
0	0	0	0	1	1	3	4	4	8
0	0	0	0	1	1	3	4	4	8
5	2	2	6	7	7	10	11	11	15
12	9	9	13	14	14	17	18	18	22
19	16	16	20	21	21	24	25	25	29
26	23	23	27	28	28	31	32	32	36
33	30	30	34	35	35	38	39	39	42
	37	37	40	41	41	43	44	44	45
3LL	3HL	3LH	3HH	2HL	2LH	2HH	1HL	1LH	1HH



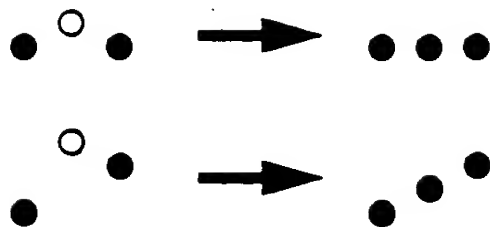
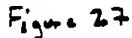
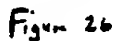


Fig 24

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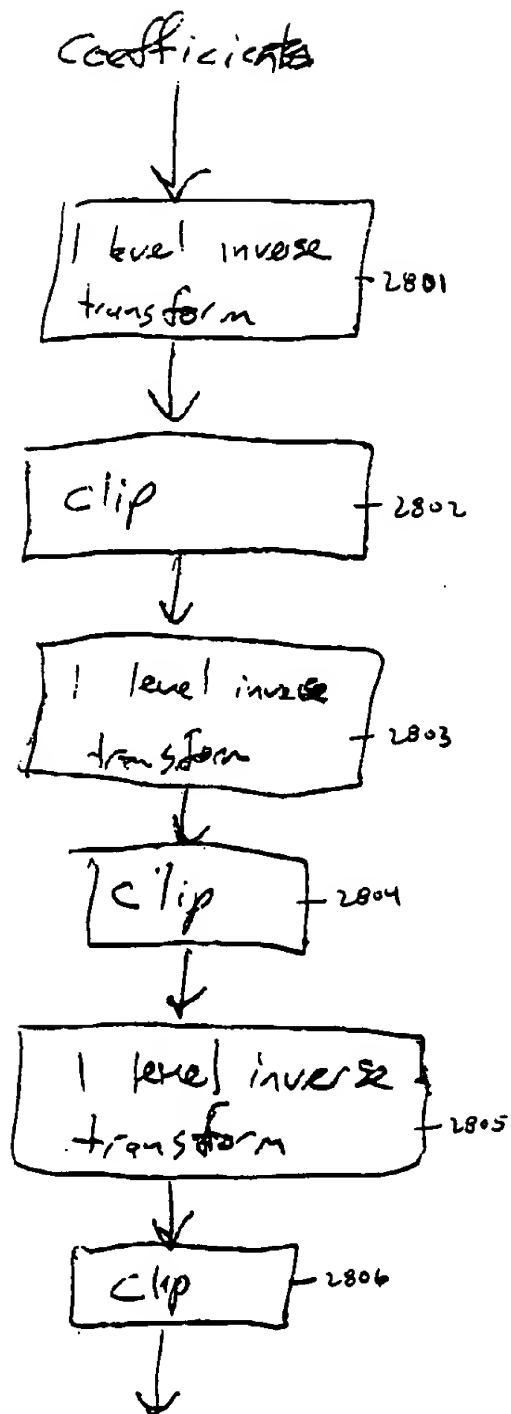


Figure 28